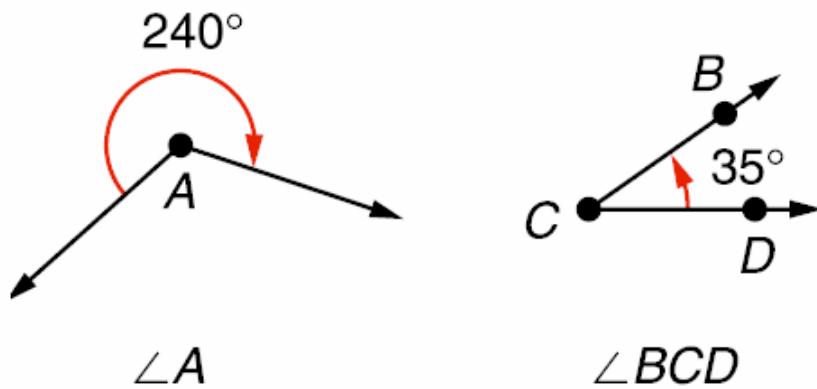
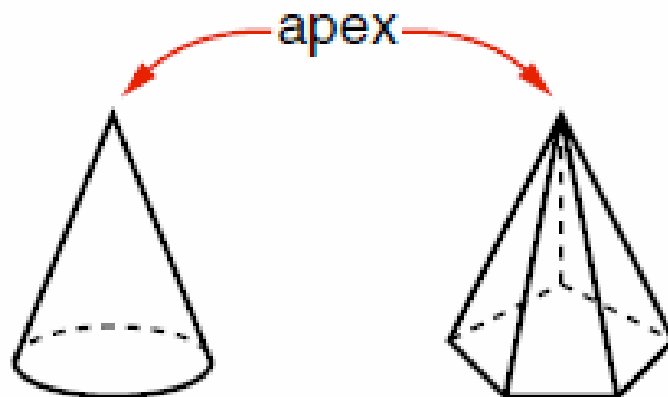


**Angle** - a figure formed by two rays or two line segments with a common endpoint called the vertex of the angle; angles are measured in degrees

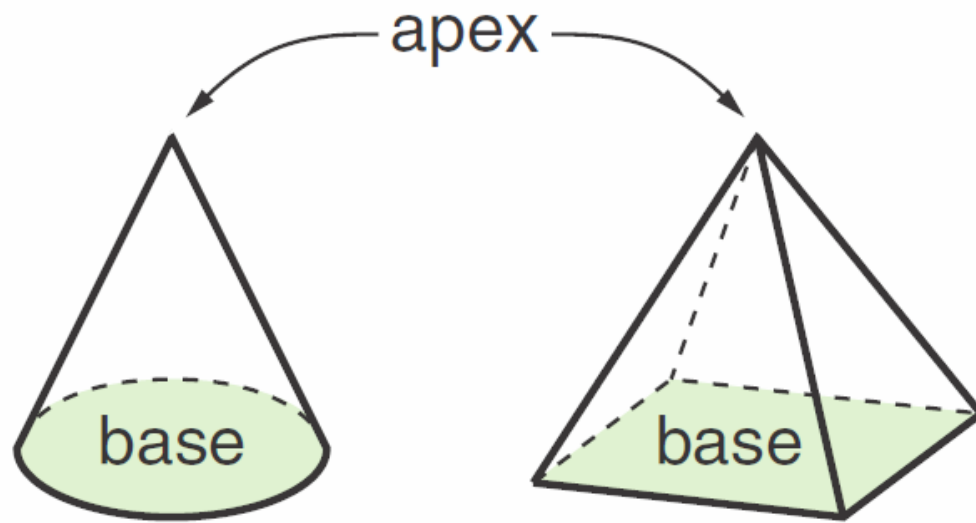


Angles

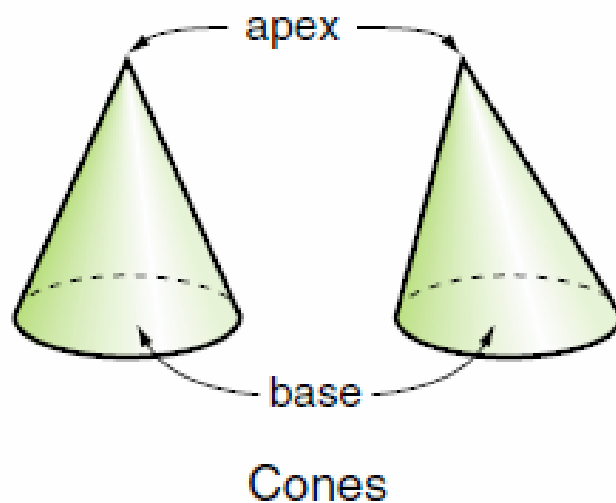
**Apex** - in a pyramid or cone, the vertex opposite the base; in a pyramid, all the non-base faces meet at the apex



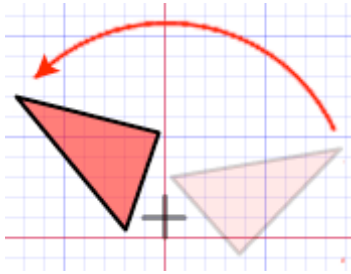
**Base** – the flat face of a 3-dimensional shape



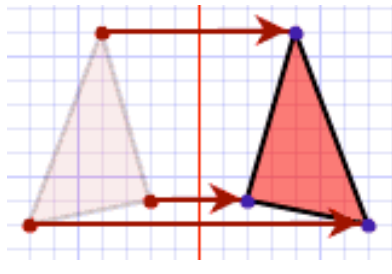
**Cone** – a geometric solid with a circular base, a vertex called an apex not in the plane of the base, and all of the line segments with one endpoint at the apex and the other endpoint on the circumference of the base



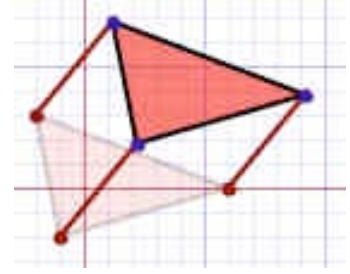
**Congruent** – figures having the same size and shape



**Rotation** (turn)



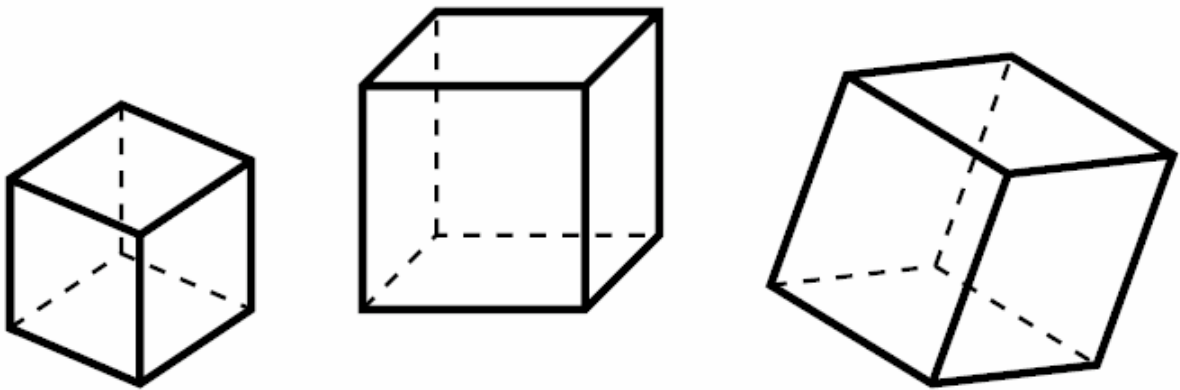
**Reflection** (flip)



**Translation** (slide)

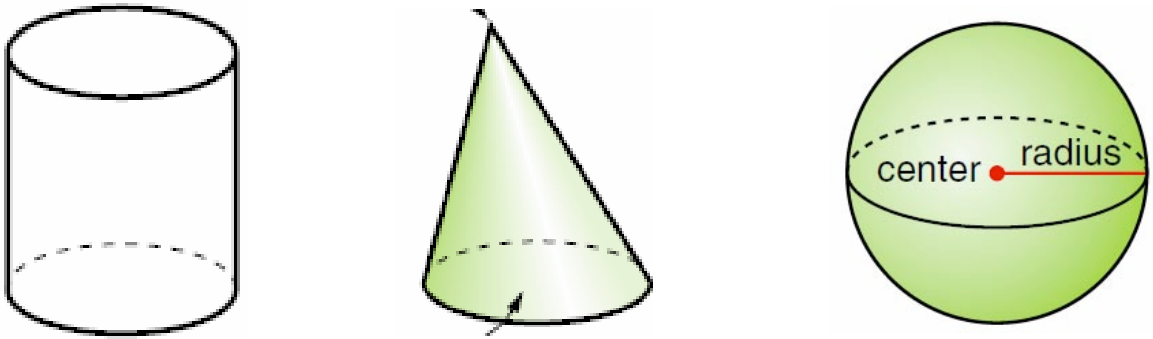
Also, sides and/or angles of figures having the same measure

**Cube** – a regular polyhedron with six square faces

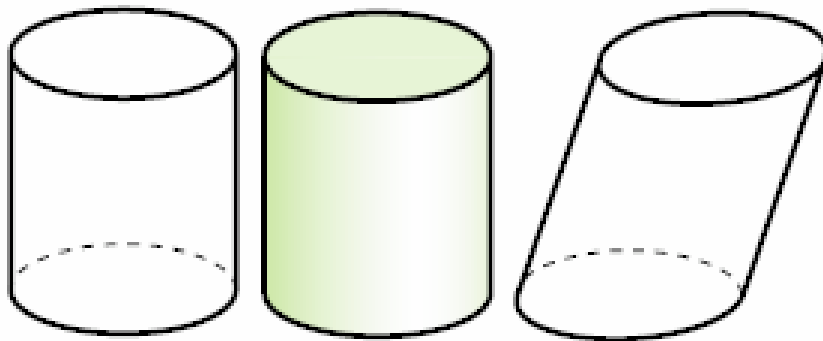


Cubes

**Curved Surface** – a 2-dimensional surface that does not lie in a plane; spheres, cylinders, and cones each have one curved surface

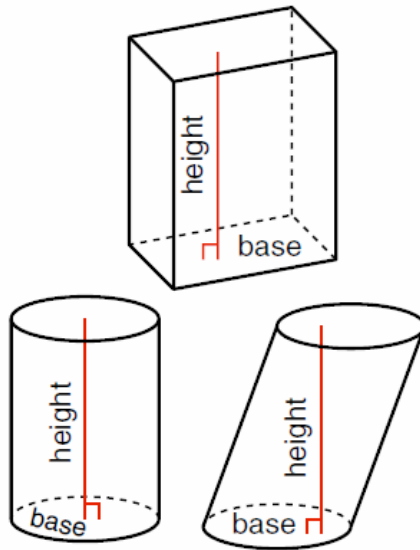


**Cylinder** – a geometric solid with two congruent, parallel circular regions for bases and a curved face formed by all the segments with an endpoint on each circle that are parallel to a segment with endpoints at the centers of the circles; also called a circular cylinder

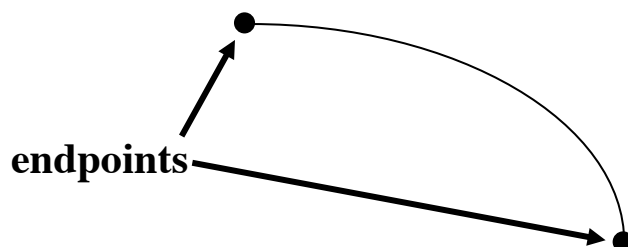
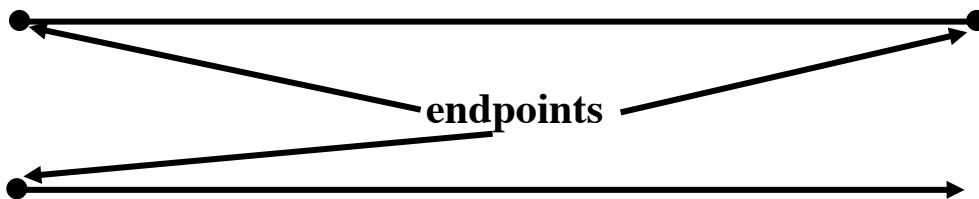


Cylinders

**Edge** – the length of the shortest line segment from a base of a prism or cylinder to the plane containing the opposite side; the height is perpendicular to the base

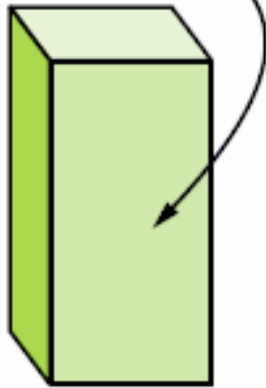


**Endpoint** – a point at the end of a line segment, ray or arc

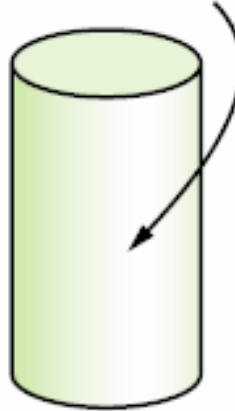


**Face** – a flat surface on a 3-dimensional shape; some special faces are called bases

a flat face

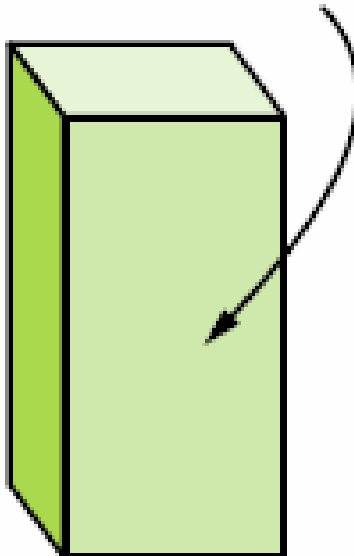


a curved face

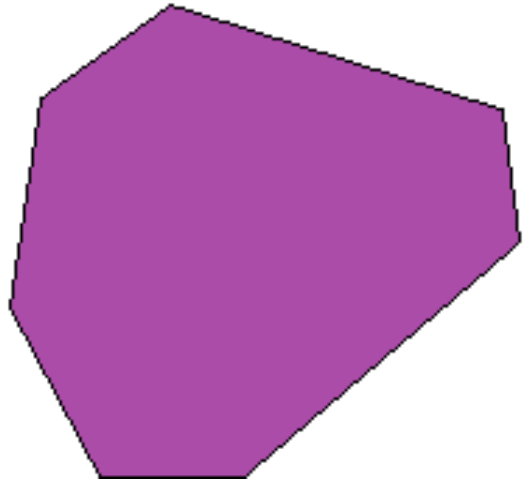
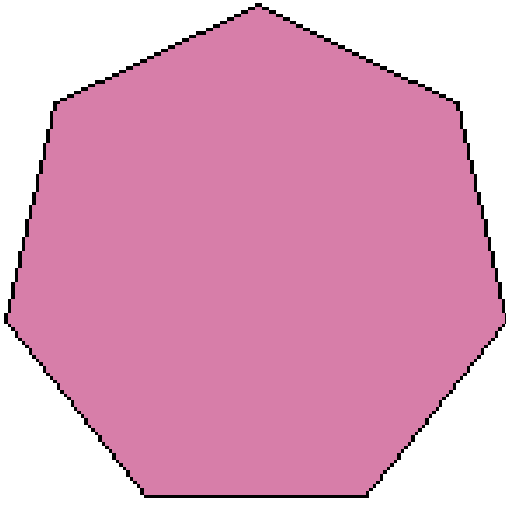


**Flat Surface** – a 2-dimensional shape

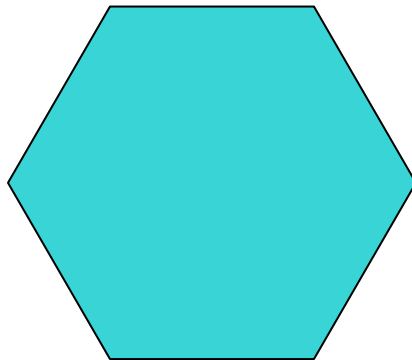
a flat face



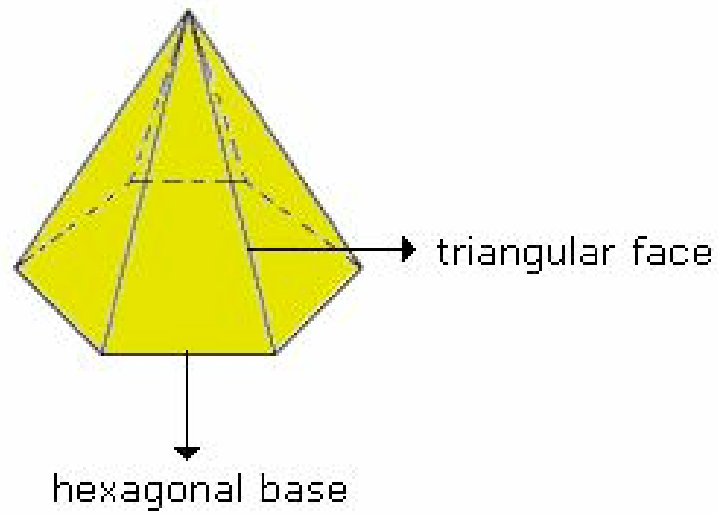
**Heptagon** – a seven-sided polygon



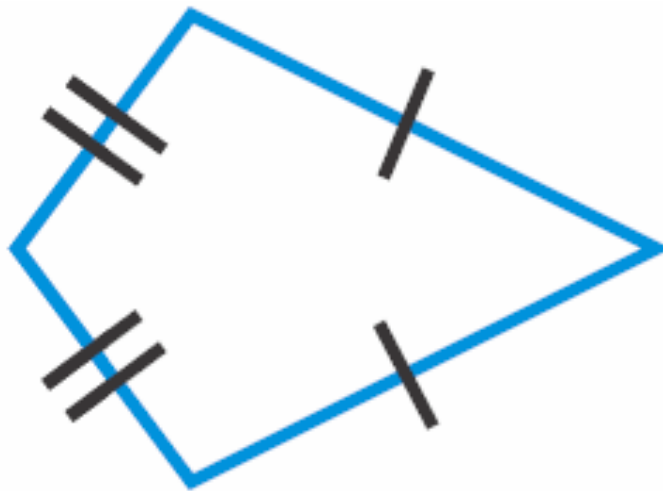
**Hexagon** – a six-sided polygon



**Hexagonal Pyramid** – a pyramid with a hexagon for a base

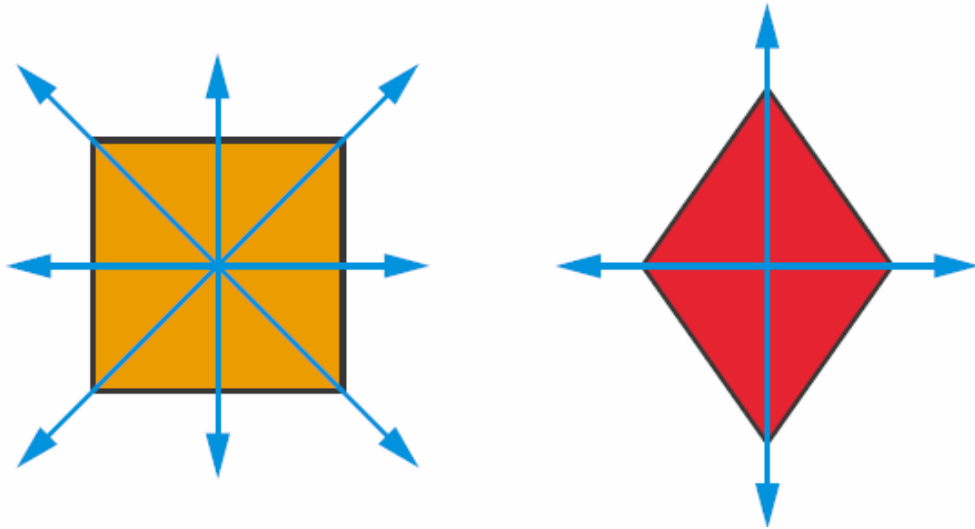


**Kite** – a quadrilateral with two distinct pairs of adjacent sides of equal length; the four sides **cannot** all have the same length

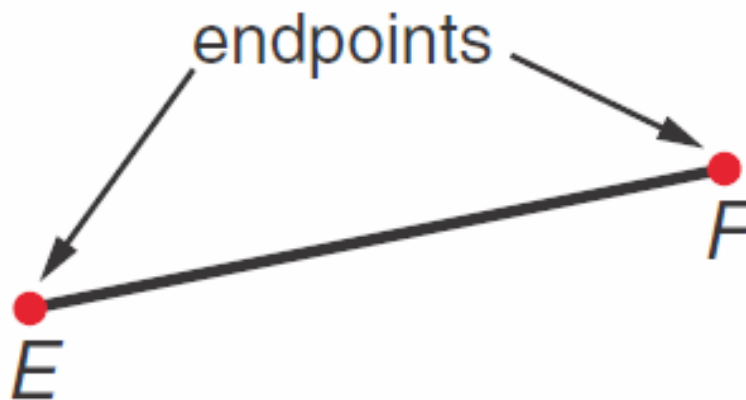




**Line of Symmetry** – a line that divides a figure into two parts that are reflection images of each other; a figure may have 1 or more lines of symmetry

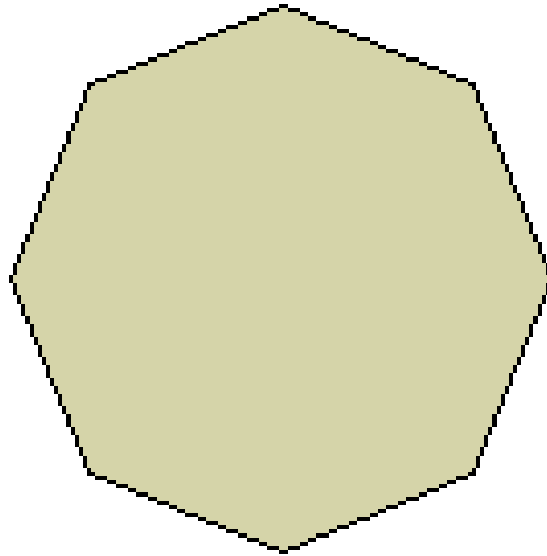


**Line Segment** – a part of a line between and including two points called endpoints; often named by its endpoints

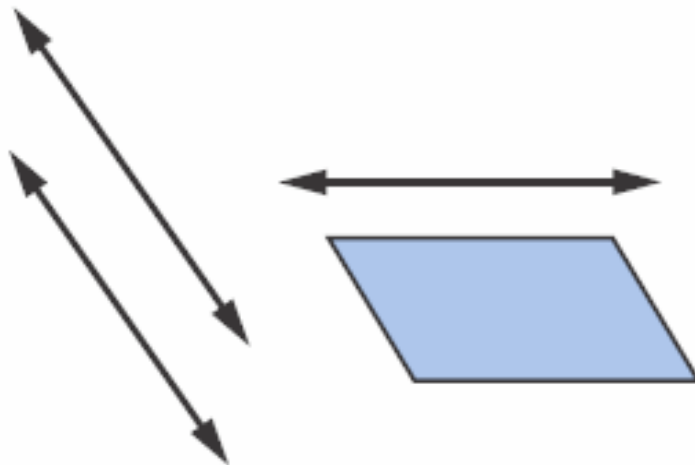


Segment  $EF$ , or  $\overline{EF}$

**Octagon** – an eight-sided polygon



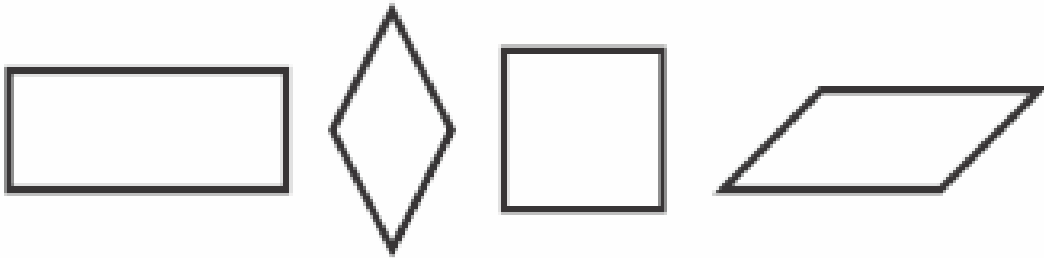
**Parallel lines or line segments** – lines or line segments that are in a plane and never meet; always the same distance apart



Parallel  
lines

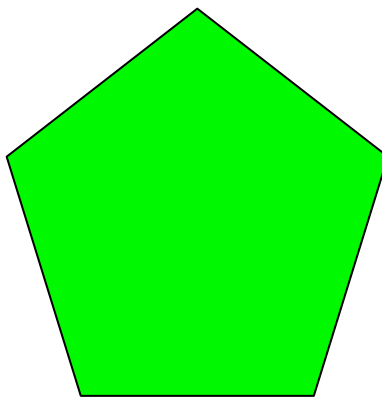
Line parallel  
to a plane

**Parallelograms** — a quadrilateral with two pairs of parallel sides; opposite sides have the same length, and opposite angles have the same measure

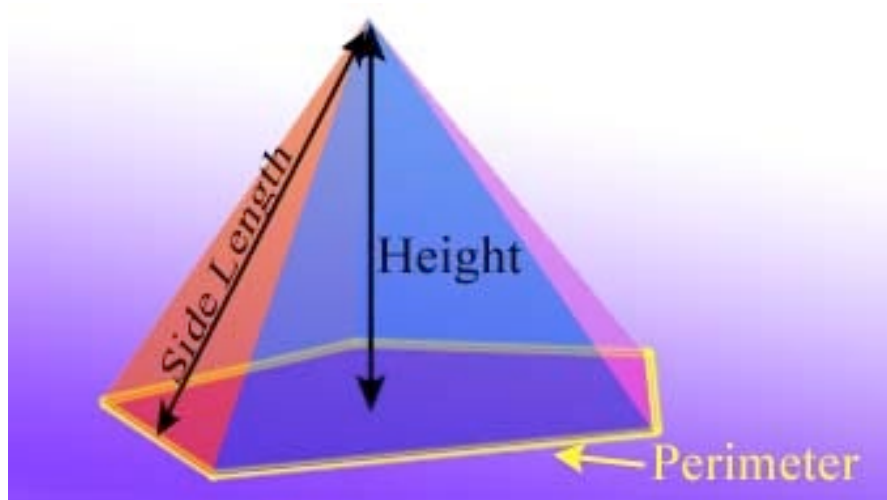


Parallelograms

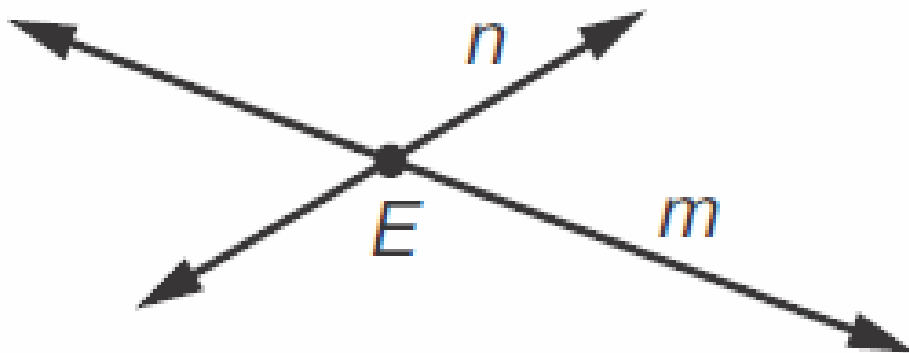
**Pentagon** — a 5-sided polygon



**Pentagonal Pyramid** – a pyramid with a pentagon base

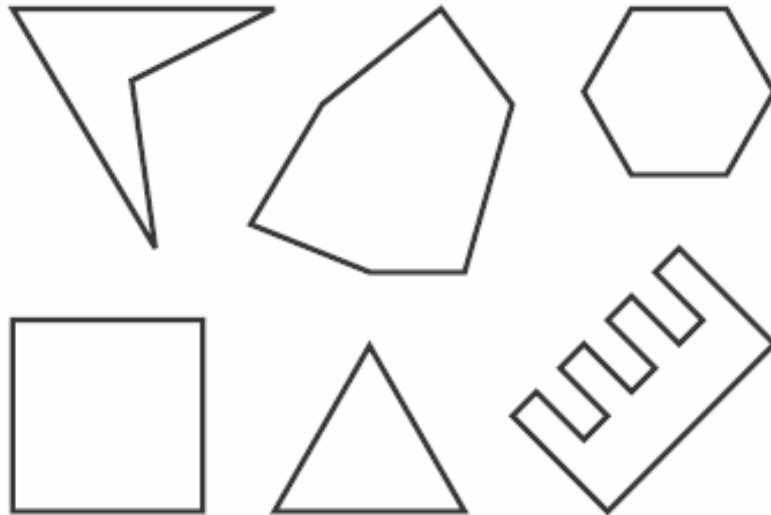


**Point** – an exact location in space; usually labeled with a capital letter



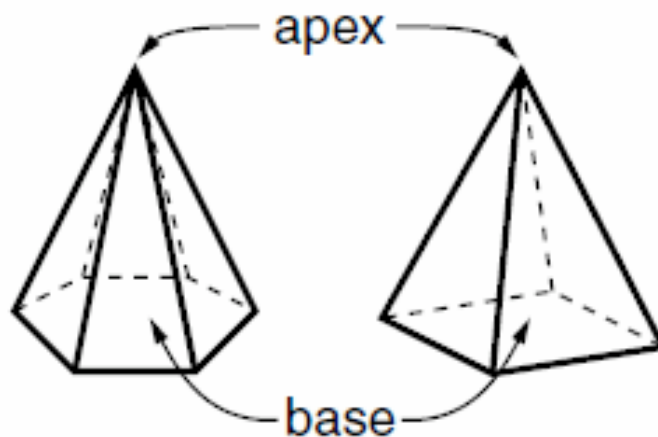
Lines  $m$  and  $n$  intersect at point  $E$

**Polygon** — a 2-dimensional figure formed by three or more line segments (sides) that meet only at their endpoints (vertices) to make a closed path; sides may **not** cross one another



Polygons

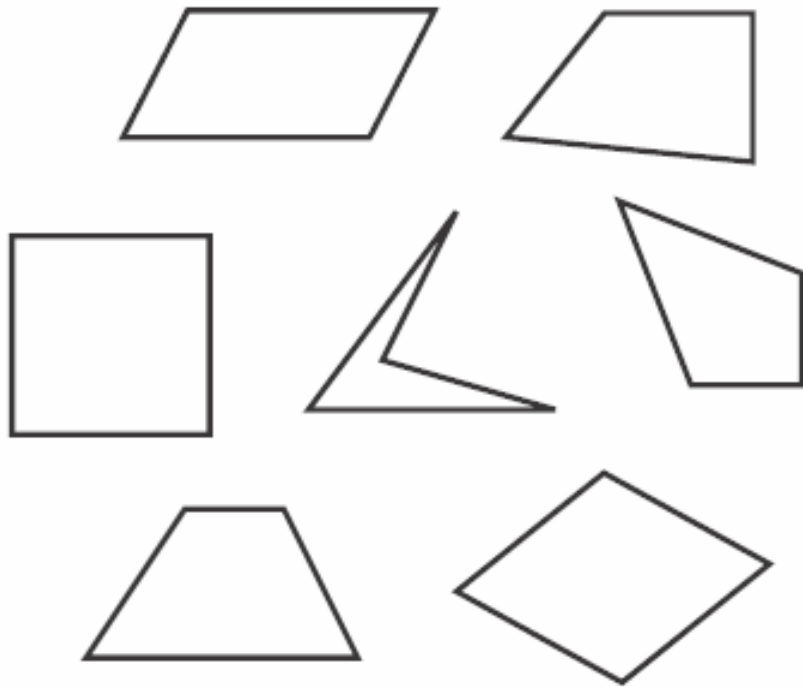
**Pyramid** — a polyhedron made up of any polygonal region for a base, a point (apex) not in the plane of the base, and all of the line segments with one endpoint at the apex and the other on an edge of the base; all faces except the base are triangular; pyramids get their name from the shape of their bases



A hexagonal  
pyramid

A square  
pyramid

**Quadrangle/Quadrilateral** – a 4-sided polygon

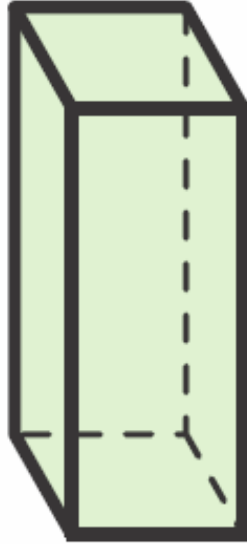


Quadrilaterals

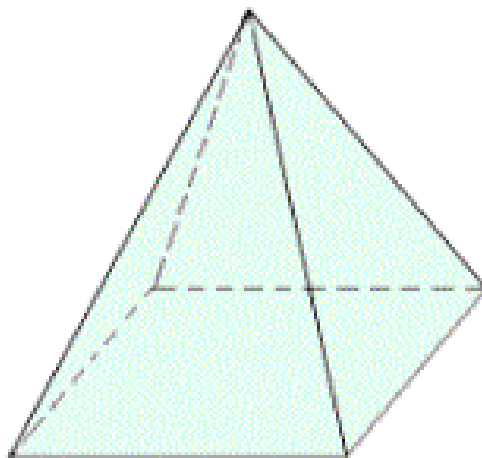
**Rectangle** – a parallelogram with all right angles



**Rectangular Prism** – a polyhedron with two parallel and congruent polygonal regions for bases and lateral faces formed by all the line segments with endpoints on corresponding edges of the bases

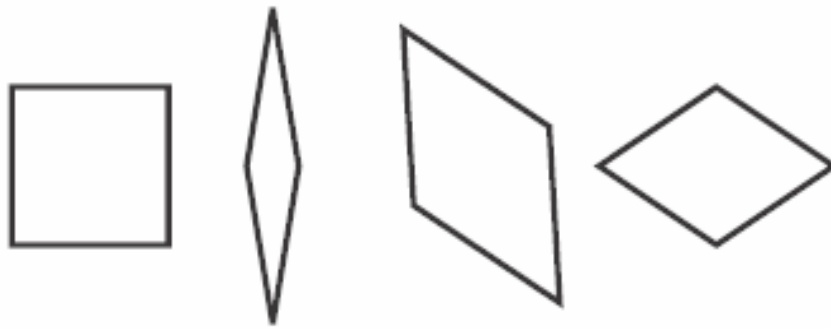


**Rectangular Pyramid** – a pyramid with a rectangle for a base



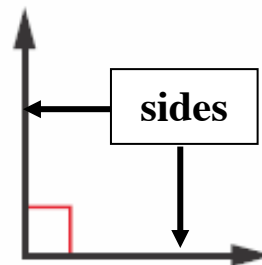
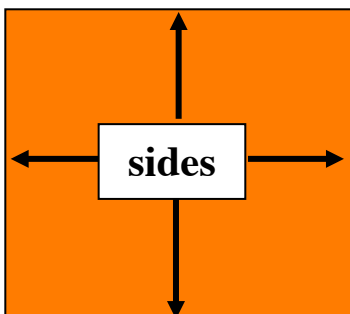
rectangular pyramid

**Rhombus** — a parallelogram with all sides the same length; every square is a rhombus, but not all rhombuses are squares



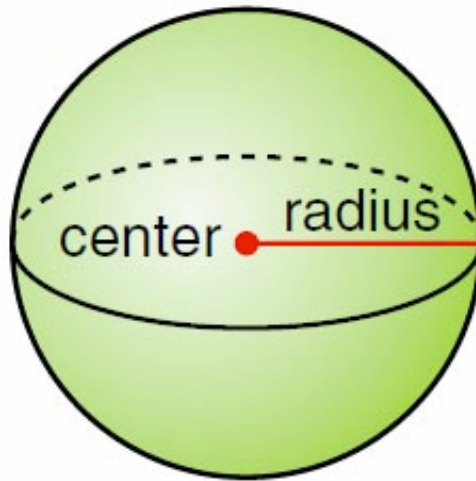
Rhombuses

**Side** — one of the line segments that make up a polygon; one of the rays or segments that form an angle; one of the faces of a polyhedron

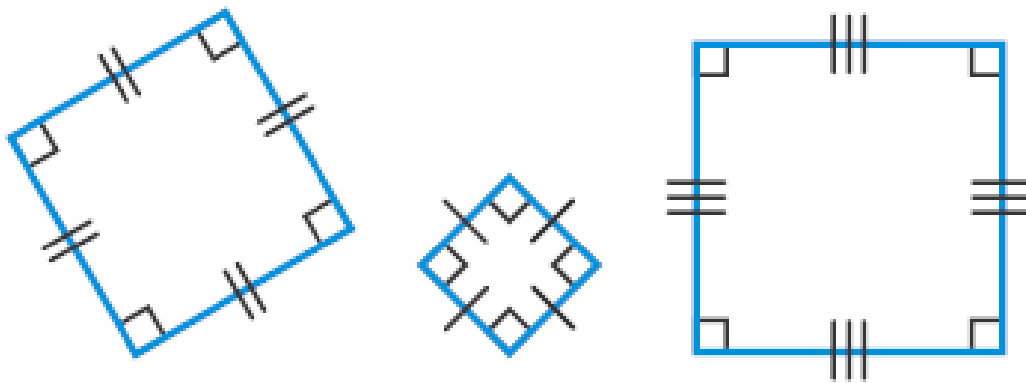




**Sphere** – the set of all points in space that are an equal distance from a fixed point called the center of the sphere; the distance from the center to the sphere is the radius of the sphere; the diameter of a sphere is twice its radius; points inside a sphere are not part of the sphere

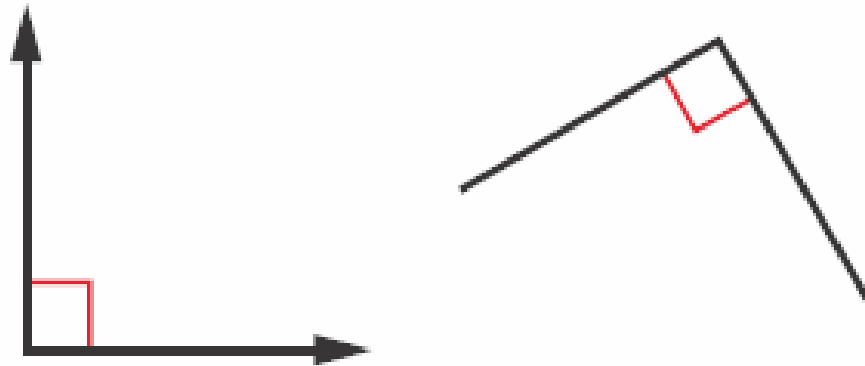


**Square** – a rectangle with all sides of equal length; all angles in a square are right angles; all squares are also rectangles, but not all rectangles are squares



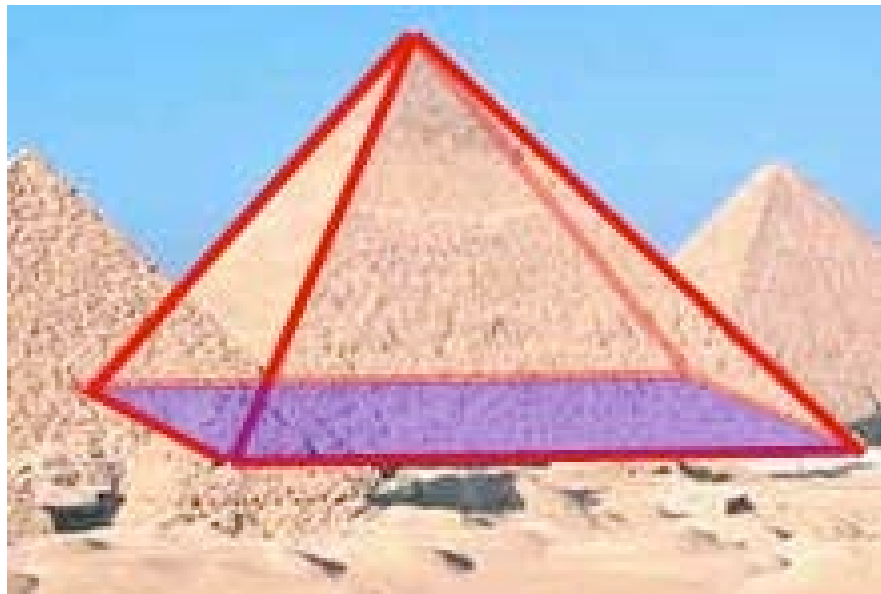
Squares

**Square Corner/Right Angle** – a corner of a polygon that is a  $90^\circ$  angle; shown by the red square below

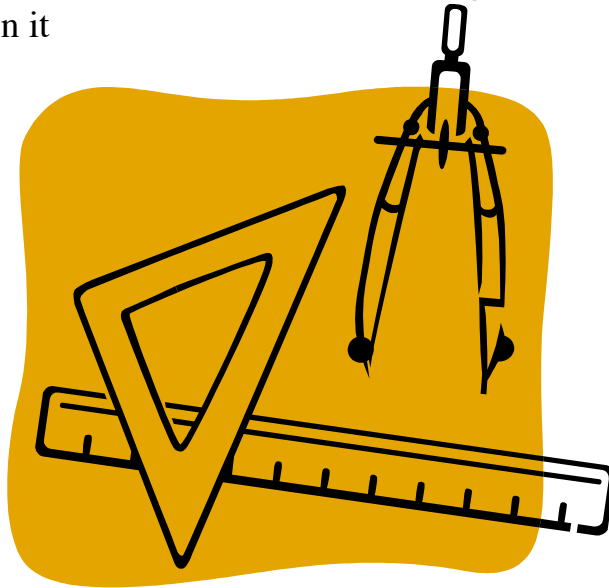


Right angles

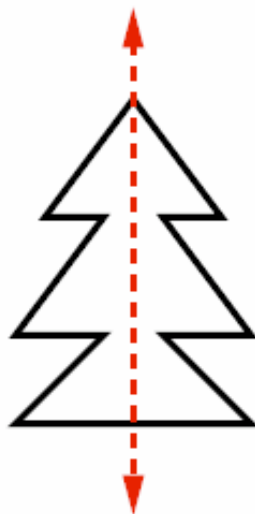
**Square Pyramid** – a pyramid with a square base



**Straightedge** – a tool used to draw line segments; does not have to have a measuring scale on it

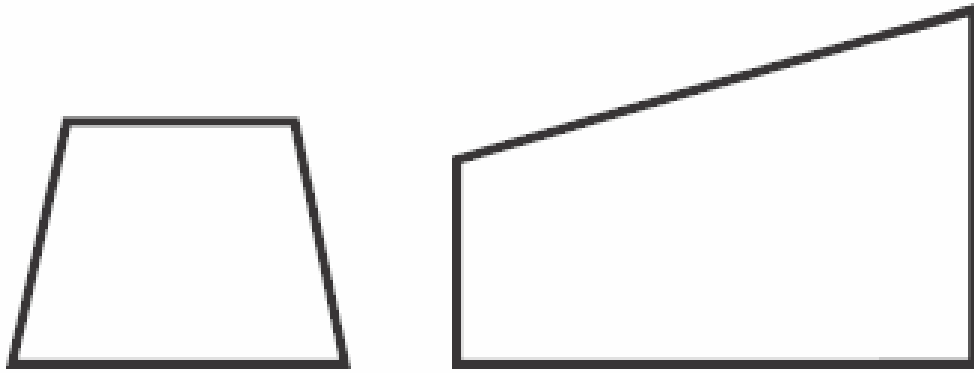


**Symmetrical/Symmetric Figure** – a figure that exactly matches with its image under a reflection or rotation



A figure with line symmetry

**Trapezoid** – a quadrilateral that has exactly one pair of parallel sides; both pairs of sides cannot be parallel



## Trapezoids

**Triangle** – a three-sided polygon



equilateral

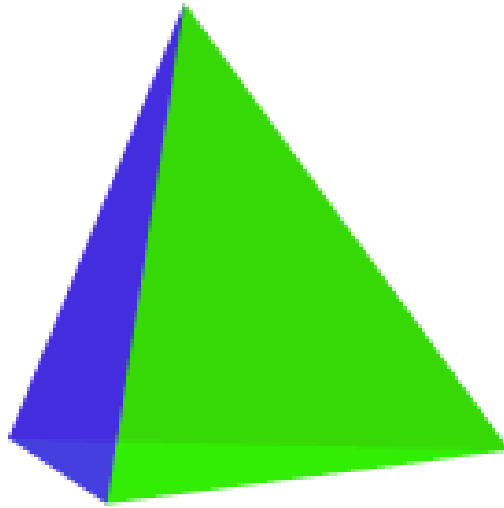
isosceles

scalene

right

## Triangles

**Triangular Pyramid** – a pyramid with a triangle base



**Vertex/Vertices** – the point at which the rays of an angle, the sides of a polygon, or the edges of a polyhedron meet; plural is vertexes or vertices; also known as a corner

